LOW BANDWIDTH TELEVISION

ABSTRACT OF THE DISCLOSURE

The present invention is concerned with client-side production in a personal computer environment of low bandwidth images and audio. A series

5 of low bandwidth still images along with a "script" and audio data is sent over a network in a client/server architecture or is read from a compact disk or other memory. A "director" module residing in a client personal computer uses the "script" to tell the computer how to execute a sequence of "moves" on the still images. These moves include cuts, dissolves, fades, wipes, focuses, flying

10 planes and digital video effects such as push and pull. Moves within a still image occur in real time, and are relatively smooth and continuous as compared to prior art network video. Low bandwidth is achieved because most of the production is done at the client location without relying upon slow, bandwidth-limited downloading of conventional network video formats.